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REVEALED! How to find all 120 Power Stars!

SUPER MARIO 64

THE ESSENTIAL PLAYER'S GUIDE

Welcome!

Mario is the most famous videogame character ever created, and his latest adventure, Super Mario 64, has been proclaimed the greatest videogame ever written! Created by the legendary Shigeru Miyamoto for the Nintendo 64, it's a magical 3D quest which pits the heroic plumber against his eternal nemesis, Bowser. This time the leering lizard has invaded the Princess' castle, stolen the magical Power Stars that protect it, and trapped the beautiful Princess and her Mushroom minions inside the castle's very walls! Only one man can save the day: Mario – with a little help from you, of course! But it won't be easy: Bowser has legions of bad guys who'll stop at nothing to prevent Mario completing his quest. Luckily, help is at hand in the form of this complete player's guide created for you by the elite gamers at Nintendo Magazine, the UK's only official source of hot Nintendo info! Inside these 32 packed pages you'll find help and advice on how to find all 120 Power Stars hidden in the game.

WARNING!
This player's guide contains in-depth advice on how to find every Star in Super Mario 64, including all the bonus and secret Stars. Don't read it unless you are totally and utterly stuck – after all, you wouldn't want to spoil your fun, would you?

Here we go!

Course 1: Bob-Omb Battlefield

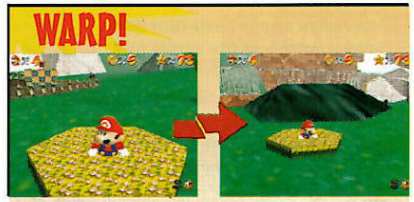
1 Climb to the top of the mountain, where you'll meet the mighty King Bob-Omb. To defeat him and win a Power Star, pick him up from behind, then throw him to the ground three times. Each time you throw the King, run away and wait until he starts walking towards you before trying to pick him up again. Take care not to fall off the side of the mountain or throw the King over the edge, or his energy will reset.

2 Near the start of the Course is Koopa the Quick. Talk to him and agree to a race. To win a Power Star you must beat him to the very top of the mountain.

3 Talk to the pink Bob-Omb Buddies to open the cannons. Just below the floating island there's a cannon – hop in it and aim it high in the direction of the island, then fire. On the island there's a crate containing a Power Star.

4

You'll find red coins:
- Floating above the two rotating lifts near the start of the Course.
- On top of a spike of rock below the floating island.
- At the top of the tree on the floating island.
- On top of the post tethering the giant Chomp.
- Underneath the bridge leading to the mountain path.
- Up the steep slope to the left of the mountain path.
- In the field of wooden posts (there are two here).

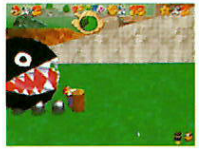


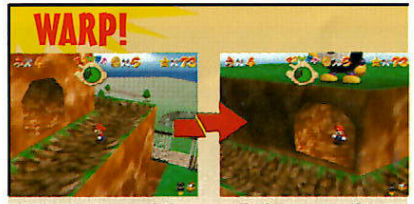
Stand right in the middle of the patch of flowers behind the fence, just across the bridge...

...You'll warp to the middle of another patch of flowers, near the bottom of the mountain.

5 Go to the floating island and use the cannon to fire Mario through the middle of the five rings of coins suspended in the air. (You'll find this easier to do if you've activated the red Wing Cap blocks.)

6 Butt-slam the post tethering the giant Chomp three times. To avoid being hit by the angry beast, stand just out of its strike range and wait for it to lunge at you. Then, while it's recovering from its attack, run in and butt-slam!





At the bottom of the mountain, just past the black boulders, there's a small cave. Stand in it...

...To be warped to a cave higher up the mountain. This is great for cheating in the Koopa race!

Course 2 : Whomp's Fortress

1 Climb to the top of the fortress, where you'll meet a slab beast. Stand still and wait for it to approach. When it stops walking and starts to wobble, run to the left or right to avoid its crushing attack. Now jump and perform a butt-slam on its back. Repeat this process three times to win a Power Star.

3 Find and talk to the pink Bob-Omb. Now use the cannon to reach the platform below the flagpole, then climb down the pole to get a Power Star.

4

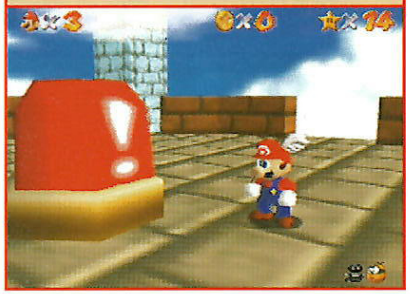
You'll find red coins:

- Above the second moving block with eyes on it.
- Above the second Thwomp (jump on top of it to reach the coin).
- Behind the Piranha Plant at the top of the stairs.
- On the narrow ledge near the second Piranha Plant.
- Floating near the rotating platform.
- On the steep slope beneath the rotating platform.
- On the platforms floating in the air (there are two here) – to reach them, jump against the wooden plank teetering on the edge of fortress top and kick it over.

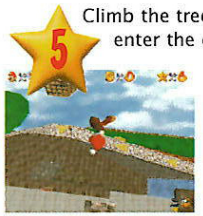
2 Climb to the top of the fortress again, where a tower has now been erected. Use the platforms in the side of the tower to climb to the top and find a Power Star.

ACTIVATING THE WING CAP BLOCKS!

After collecting 10 Power Stars, a light will shine down on the round carpet on the floor in the main hallway. Stand in the middle of the carpet and look right up into the light – you'll be magically transported to a tower in the sky. Land on the top of the tower and jump on the giant red '!' pod to activate the red Wing Cap blocks.



5 Climb the tree near to where you enter the course – an owl will appear. Jump up and grab it, then use it to fly to the cage floating in mid-air. Now drop into the cage to find a Power Star.



WARP!

Stand in the corner near the Thwomps and the green Metal Cap block...

...And you'll be transported to the edge of the plaform with the flagpole.

6 Hop into the cannon again and fire Mario at the corner of the brick wall jutting out to the right of the rotating platform. Hit it correctly and the corner will smash off to reveal a Power Star.

Course 3: Jolly Roger Bay

1 Swim down to the ship. Make sure your energy is at maximum (collect coins if it's not), then swim into the eel's head. Quickly swim for the surface, replenish your health, then swim down again. The eel will now be swimming about, allowing you to enter the ship through the hole where its head was. Inside are four chests. Open the chest on the small ledge first then turn to look at the others. Now open the chest on the left, then the one on the right and, finally, the one in the middle. The ship will rise, allowing you to climb up to a crate containing a Star.

2 Swim down to where the ship was – you'll see the eel's head poking out of a cave. Lure the eel out, then chase its tail for a Star.

3 Swim through the tunnel near the ship to a cave containing four more chests. As you look at them, open them in this order: back, left, right, front, to win a Star.

4

You'll find red coins:

- Inside the clam shells (two near the clam containing the Koopa shell, one on a shallow ledge nearby, and one next to where the ship was).
- At the top of the spike next to where the Bob-Omb Buddy patrols.
- On the deck of the ship (there are three here).

5 Talk to the pink Bob-Omb Buddy and then climb into the nearby cannon. In the distance you'll see three rocky spikes – shoot for the left-most one. Climb to the spike's top and then somersault onto the platform nearby to find a crate containing a Star.

6 You must have activated the Metal Cap blocks to get this Star. Go into the cave, collect the Metal Cap then run back into the water to grab the Star above the grating.

Course 4: Cool, Cool Mountain

1 Drop down the chimney near the start of this Course, then ride the chute to the bottom to win a Power Star.

2 Pick up the tiny penguin near the start, and carry it to its mother at the bottom of the hill.

3 Go down the chimney again, and race the mother penguin to the bottom. You must win without taking any shortcuts to get a Star.

4

You'll find red coins:

- At the top of the tree near the starting point.
- On a hidden ledge (to reach this, slide down the icy path until you reach a bridge section with fences on both sides; now jump off to the right).
- At the bottom of the icy path, on the left.
- At the top of the lift.
- At the top of the tree near the mother penguin.
- On the platform near the warp.
- Tucked away around the corner from the warp point.
- On the broken bridge past the leaping snowmen.

WARP!

From the start point, walk around the pathway to the right and stand at the very end of the broken bridge...

...And you'll be warped to another broken bridge at the bottom of the hill near the mother penguin's pool!

5 Talk to the snowball at the top of the hill, then race it to the bottom. If you beat it, stand next to the snow head – the snowball will hit the head and make a complete snowman; talk to him for a Star.

6 Use the lift to reach the Bob-Omb Buddy. Now get in the cannon and use it to shoot across the chasm – aim at the distant tree as this will prevent you over-shooting. Follow the path around then kick-back off the walls to climb up to a Power Star.

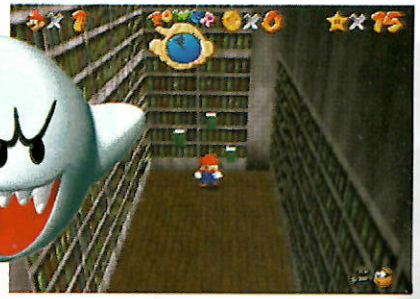
Course 5: Big Boo's Haunt

You'll find the entrance to this Course in the castle's spooky garden. Butt-slam all the Boos you find. Although most bear coins, one holds a tiny cage – touch it to be transported to the scary haunted house...

1 Enter the house and explore all the rooms on the ground floor, butt-slamming any Boos you find. Don't forget there's a room which you can only reach from a door at the back of the house. Eventually Big Boo will appear in the main hall – punch him from behind three times to kill him and win a Star.

2 Enter the shed to the left of the house and travel down to the carousel. Kill the Boos until Big Boo appears – defeat him as before to win a Star.

3 In the library on the first floor of the haunted house you'll see three books poking out of the wall. Punch or head-butt them in this order to win a Star: top, right, left.



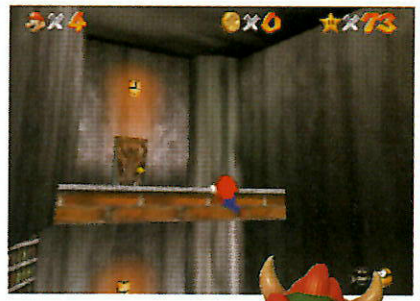
4

You'll find red coins:

- On the ground floor, next to the deadly grand piano.
- In the room next door, on top of the bookcases (there are two here).
- On a narrow ledge in a room across the hall.
- Upstairs on the first floor, in the room with a grating for a floor.
- In the room next door, underneath the coffins (there are two here).
- In the room next door, next to a hidden trapdoor.

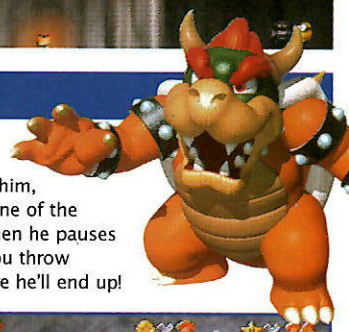
5 In the room on the first floor with the trapdoor, stand on the wooden stage near the bookcase and look up – you should see a ledge and a door; kick-back off the opposite wall to reach it. The door leads to the roof where another Big Boo lurks. Kill it as before, taking care not to fall off the roof or walk through the door as this resets the Big Boo's energy. To reach the Power Star, jump along the roof to the flat side sections, then jump back to the middle. Be warned – it's tricky!

6 You must have activated the blue Vanish Cap blocks to get this Star. Get the Vanish Cap from the blue block on the first floor, then run back and kick-back up to the secret ledge that you discovered during the hunt for Star 5. Now, instead of going out onto the roof again, walk through the painting of Big Boo on the wall. Here you'll find a giant eye that will try to follow your moves – run around it several times until it gets dizzy and disappears, releasing a Power Star.



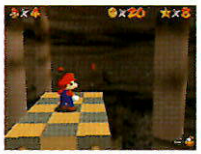
MEET BOWSER!

You'll need 8 Power Stars to open the door to Bowser's first lair, a perilous assault course dotted with deadly traps. To defeat the leering lizard, you must run behind him, grab his tail, swing him around and then throw him at one of the bombs lining the arena. The best time to grab him is when he pauses to blow out a fireball. The faster you spin, the further you throw Bowser – although this also makes it harder to aim where he'll end up!



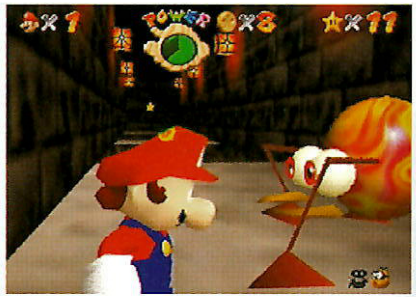
Course 6: Hazy Maze Cave

1 From the start, take the left passage to a room with giant boulders rolling down a ramp. Run past the boulders to find a doorway leading to a lift, which'll carry you to an underground lake. Swim onto the back of the giant blue sea monster, then butt-slam – you can now climb onto its head. By turning Mario you can steer the sea monster to the island in the middle of the lake, where a Power Star awaits.



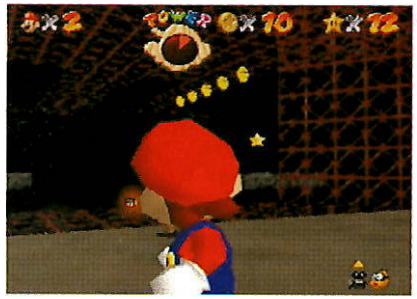
2 From the start point, run down the right passageway to reach a vast cavern. To the right, at the top of some steps, is a floating platform – by treading on the arrows on the platform's surface, Mario can steer it around. Use the platform to reach two stone blocks floating in the middle of the room – punch them to get two red coins. Now steer the platform around the edges of the cavern to find another red-coin-in-a-block, and a red coin on a ledge. Continue steering the platform around, and eventually you'll reach a ledge with a pole on it. Climb the pole to reach another floating platform. This one moves on its own accord, and will carry you to the remaining four red coins.

3 You must have activated the green Metal Cap blocks to get this Star. Take the lift down to the underground lake again, and get the Metal Cap from the green block. Now quickly follow the path into and then under the water – it'll eventually lead you to a submerged switch pad, which'll open some gates guarding the entrance to a room containing a Power Star.

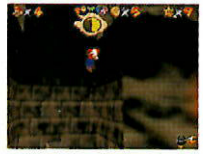


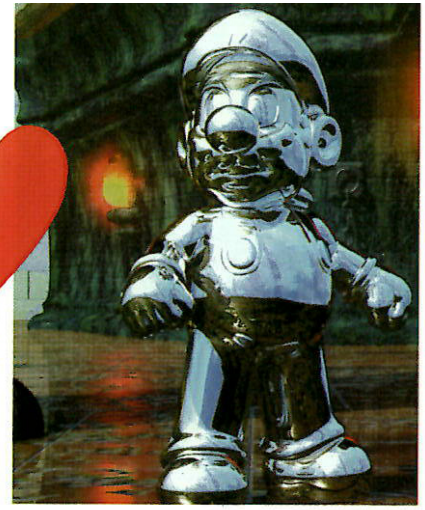
4 One of the passages in the big cavern leads to a room which has a map on the wall, and a hole in the floor that leads to a maze. The down arrow on the wall map indicates where you enter the maze, and the up arrow indicates the exit. The blue circles indicate ledges that you can back-flip onto; there's a door on the ledge indicated by the middle circle that leads to a Power Star.

5 Go back to the maze, and this time find the ledge indicated by the blue circle on the left of the map. Again, there's a door here that leads to an area of the boulder room. Either monkey-swing along the grating on the ceiling or long jump to reach the Power Star on the nearby island.



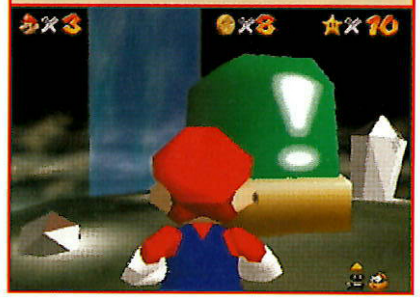
6 Go to the boulder room, run past the tumbling rocks and stand in the narrow corridor in front of the doorway. Now kick-back off the walls to reach a Power Star.





ACTIVATING THE METAL CAP BLOCKS!

Go down to the underground lake in Course 6, and ride the sea monster to the door at the far side of the cavern. This door leads to a room containing a pool of metallic liquid. Jump into the pool to reach a chamber containing the giant green '!' pod – jump on it to activate the green Metal Cap blocks. Take care not to fall off in the fast-moving water, or you'll be swept out into the moat outside the castle!



Course 7: Lethal Lava Land

1 Follow the Course around until you reach a big bomb beast with large spikes on its head. Knock the beast into the lava to win a Power Star. (The easiest way to do this is to stand at the edge of the platform, then jump when the baddy approaches – it'll run underneath you. Now perform a butt-slam...)

2 On the far side of the Course, just past the big bomb beast, is a platform where three smaller bomb beasts live. Knock them all into the lava, whereupon another big bomb beast will appear. Defeat that (using the technique before) to win a Power Star.

3 Part of the way around the Course is a picture of Bowser made up of sliding floor tiles. There are eight red coins floating above these tiles – collect them all for a Power Star. Note that the tiles will tremble briefly before moving.

4 One corner of the Course is fenced off. Make your way to this sealed-off area, then go log-rolling to reach a Power Star.

Near the start there's a grating guarded by an eye. Drop into the hole beneath the eye...

...And you'll be taken away to a small island with a red Wing Cap block on it.

5 Make your way to the rotating platform in the middle of the Course, and jump into the mouth of the volcano when it's not spewing lava. You'll find yourself in a new area. Follow the path around the edge of the volcano's funnel to reach a Star.

6 Jump into the heart of the volcano again, but this time take a ride on the floating platform nearby. Climb up the poles and platforms to reach another Star.

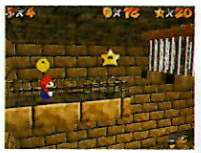
ACTIVATING THE VANISH CAP BLOCKS!

One of the doors leading off from the basement takes Mario into a room with a blue pool in it. Dive into the pool and swim through a tunnel to reach a room with two pillars in it. Now butt-slam the tops of the pillars to drain the room and the moat outside of water. Now go outside, where you'll find a newly-revealed hole in the moat floor. Drop down it to find a room leading to a giant blue '!' pod – jump on it to activate the blue Vanish Cap blocks.

Course 8: Shifting Sand Land

The entrance to this Course is hidden. To find it, take the passageway to the left (as you look at it) of the Lethal Lava Land painting. The corridor looks like a dead-end, but the end wall is, in fact, a portal to this desert wasteland.

1 Make your way around the Course to the oasis near the quicksand maze, then punch or kick the vulture to steal its Star.



2 Collect the Star from the crevice at the very top of the pyramid. (This is easiest done after you've activated the Wing Cap blocks, allowing you to fly straight to it.)

Stand in the cool shade of the palm tree next to the oasis...

...To reach the cannon in the far corner of the quicksand maze.

3 Enter the pyramid, then climb your way to the very top to find another Power Star.

4 Jump onto the concrete table near the start, and head-butt the yellow crate to get a Koopa shell. Use this to ride over the tops of the four towers positioned around the pyramid. If done correctly, the peak of the pyramid will spin off and explode, revealing a hole. Now talk to the pink Bob-Omb near the oasis, then make your way to the red Wing Cap block in the corner of the quicksand maze. Get the cap, then jump into the cannon and fly to the newly-uncovered entrance to the pyramid.

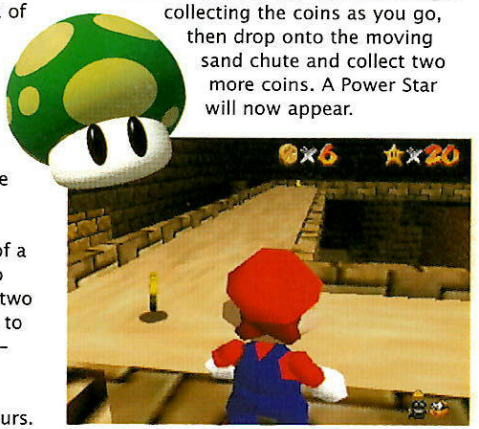
Inside the pyramid, a lift will carry you down to a big red block in the middle of a sea of quicksand. Enter the red block to face to a bizarre monster consisting of two brick fists. The fists will take it in turns to attack, while the other exposes its eye – their only vulnerable point. Learn the pattern and punch each fist's eye three times, and a Power Star will soon be yours.

5

You'll find red coins:

- On a narrow ledge to the left of the start.
- Inside a sand block beneath the concrete table.
- In the quicksand maze.
- In the oasis.
- In the air above the pyramid (there are four; you'll need the Wing Cap to get these).

6 Enter the pyramid and climb to the top. Just before reaching where Star 3 used to be, look down and you'll see three ledges with coins on them. Drop down the ledges collecting the coins as you go, then drop onto the moving sand chute and collect two more coins. A Power Star will now appear.



Stand in the corner, by the top of the pole patrolled by Goombas...

...And you'll end up on a grating. Note that this is a one-way warp!

Course 9: Dire, Dire Docks

1 Swim through the tunnel at the bottom of the pool to the enclosed harbour containing Bowser's sub. Tread on the switch pad at the edge of the harbour – this will create a bridge to the sub, where you'll find a Power Star.

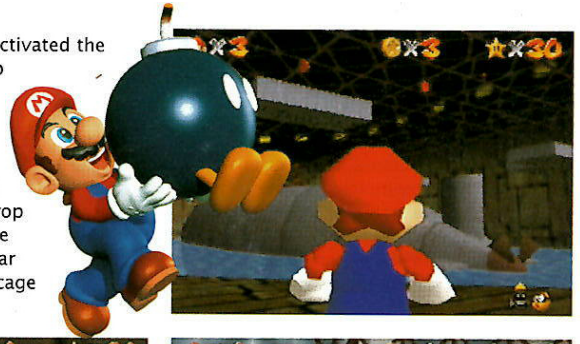
2 Swim to the bottom of the pool, where you'll see four chests. Open the chest near the clam first, then swim around the edge of the pool in an anti-clockwise direction and open two more. Finally open the chest near the whirlpool to find the Power Star.

3 Swim to the harbour again. Tread on the switch and climb up the newly-formed steps to reach a platform floating in the sky. Now jump between the moving poles hanging from the ceiling to collect eight of those elusive red coins.

4 You must have activated the green Metal Cap blocks to get this Star. Swim to the harbour, where you'll see rings floating up from a grating in the floor. Swim through five rings in a row to create a Star. Now get the Metal Cap from the harbour's edge, drop back in the water, and run and grab the Star.

5 Swim after the giant manta ray slowly gliding around the pool. By swimming through five rings in a row you'll win a Power Star.

6 You must have activated the green Metal Cap blocks and the blue Vanish Cap blocks to get this Star. Swim to the harbour. Collect the Vanish Cap and then the Metal Cap, then drop into the water. You'll now be able to collect the Power Star trapped in the underwater cage near the tunnel.



BOWSER STRIKES BACK!

After collecting Stars 1 and 2 from Course 9, the watery portal will drop back to reveal the entrance to Bowser's second lair. This battle takes place on a tilting arena, so take care not to fall off into the lava when Bowser stamps his feet. Other than that, the rules are largely the same as before – just lob the slimy fool into one of the bombs lining the arena to win the key that opens the castle's upper floors!

Course 10: Snowman's Land

This is another hidden Course. When you enter the mirror room, look to your left – you'll see that the wall at the end of the room is blank, although in the mirror there's the reflection of a snow-themed painting. Jump into the wall to enter the Course.

1 Run around the level, and jump along the rippling pier to reach a path leading to the top of the snowman sculpture. Walk to the left of the penguin to shield yourself from the snowman's breath. On top of the snowman's head you'll find a Power Star.

2 On the icy platform, knock the blue sphere-shaped creature off the platform and into the deadly frozen lake. (Use the same technique you used to kill the bomb creature in Course 7.)

3 Near the start there's a little hut with a Star trapped inside. Enter from the hole in the side so that you're standing right in the middle of the hut. Now stand so that the Power Star is to the right of Mario, then perform a back-flip to reach a ledge on top of the hut. You'll see another hole in the roof – drop down this to get the Star.

4 Go to the end of the rippling pier. To one side you'll see a wooden wall and two flower-headed nasties swimming in the water. Jump on the head of the nearest one – you'll now be able to 'copter-spin over the wall!. Here you'll find two crates, one of which contains a Power Star!

5

You'll find red coins:

- In the trees near the frozen lake.
- On the plateau with the yellow crate floating above it.
- On the high ledge behind the pool (there are four here; you'll need to get the Koopa shell, in the crate next to the one containing Star 4, to reach these).
- On the frozen lake (there are two here; you'll need the Koopa shell to reach these).

Stand in the shade of the tree near where you found the first red coin...

...To warp over to another tree at the side of the icy lake. Good, eh?

6 You must have activated the blue Vanish Cap blocks to get this Star. To the side of the rippling pier is a ramp with three coins on it. Use the the Koopa shell (in the crate next to the one containing Star 4) to climb the ramp – at the top is an igloo. Crawl inside, and navigate your way around the maze to the blue Vanish Cap block. The block looks trapped behind ice walls, but one of them doesn't quite reach the ceiling. Back-flip over the wall, get the Vanish Cap and then collect the Power Star from inside the ice block.

Course 11: Wet-Dry World

On this Course there are five crystal switches which alter the water level. In the following, Switch 1 refers to the switch that sets the water to its lowest level, while Switch 5 refers to the switch that sets the water to its highest level. Incidentally, how high you jump through the painting leading to this Course changes how high the water level starts at!

1 Tread on the switch pad to make a bridge to Switch 4 and touch it, then use the floating boards to reach the arrowed blocks floating in mid-air. Use these to reach a yellow crate containing a Power Star.

2 Climb as high as possible, then walk across the narrow plank to reach another Power Star in a crate.

3 There are five secret spots that, once all have been touched, will reward Mario with a Star. Here's where they are:

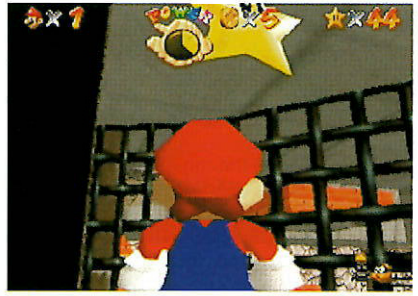
- Touch Switch 1, then push the metal crate near the far wall to one side – there's a secret spot behind it.
- Use the metal crate to head-butt the nearest yellow crate – there's a secret spot inside it.
- Nearby there's a metal crate set into the wall – push the crate to find a secret spot.
- Climb on top of the brick pillar surrounded by coins and a buzzing electric ball. Smash the crate there to find a secret spot.
- Use the switch to create a path to the top of the cage. Smash the crate there to find the last secret spot.

4 Touch Switch 1, then smash the block at the bottom of the caged area – this will reveal a hole. Climb onto the top of the cage, and tread on the lift platform to start it descending. Drop off the side and fall to the bottom (break your fall with a butt-slam). Now run inside the cage, jump onto the lift and enjoy the ride to your next Power Star!

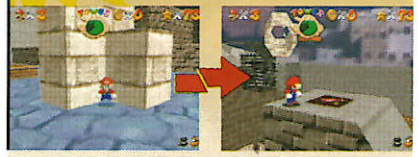
5 Touch Switch 5, then use the floating wooden boards to reach the Bob-Omb Buddy (you'll need to triple-jump to reach him – it's very difficult, but it IS possible). Now hop into the cannon and fire yourself behind the grating in the Course's far corner. Swim down and through a tunnel to reach a secret city. Lower the water level (there's a switch on the floor to the right of the tunnel where you enter). Now you must find eight coins, which are:

- Inside the block in front of the church-like building.
- On the roof of the church.
- Inside the blocks on the ends of the walls (there are two here).
- Inside the blocks on top of the buildings (there are four here; you'll need to kick-back off the walls between the buildings to get to them).

6 You must have activated the blue Vanish Cap blocks to get this Star. Use the cannon to reach the hidden city again. Get the Vanish Cap, then activate the switch pad at the opposite end of the city (it's in a passage behind a building). Now run to the caged area in the corner of the city, and climb up the steps to get a Power Star.



WARP!



Touch Switch 1, and stand in the corner of the steps leading to Switch 3...

...You'll magically re-appear right next to the entrance hatch to the cannon!

Course 12: Tall, Tall Mountain

1 Follow the pathway around the side of the mountain and climb to the very top, where a Power Star awaits.

2 Climb to the mountain top again, and catch the little monkey (creep up on him, then punch to grab him). Agree to release him, then follow him – he'll release a Star from its prison.

3

You'll find red coins:

- On top of the mushrooms in the patch near the starting point (there are four here).
- On the ledges next to where the boulders roll down further up the mountain (there are four here).

4 Climb up the mountain. Once past the cloud creature, check out the mountain walls. One area will wobble, indicating a warp – jump into it to reach a slide. Make it safely to the bottom to win a Power Star.

5 Tread on the switch pad near the top of the mountain – a block will appear in front of you, and another will appear in front of the cave behind the waterfall that contains a Power Star. Jump across onto the block and grab the Star.

WARP!

Jump onto the tiny mushroom right in the middle of the patch, next to the yellow crate...

...To warp to the end of the ledge leading to the cannon, near to the signpost.

6 Talk to the pink Bob-Omb (he lives on a tiny ledge near where the monkey usually hangs out). Now jump onto the mushroom near the moles (where the Star for collecting the red coins appears), and long-jump onto the narrow ledge underneath the walkway. At the end of the ledge is the cannon – this will let you reach a Power Star sitting on a mushroom in the distance.

Course 13: Tiny-Huge Island

This Course can be entered from one of two paintings. Jump through the painting on the left, and Mario will start his adventures big. Jump through the painting on the right and he'll start them small. Use the pipes dotted around the Course to change between big and small Mario.

1 As Big Mario, jump or swim across to the green pipe near the switch pad. Change into Small Mario, and punch out the five Piranha Plants that appear. A Power Star will then appear.

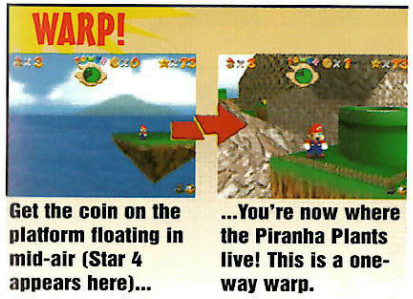
2 As Small Mario, climb to the top of the mountain. Just before you reach the very top you'll find a yellow crate containing a Power Star.

3 As Small Mario, make your way to the field just past the hole that the boulders roll out of. Here you'll meet Koopa the Quick again, who'll challenge you to another race. When possible perform long-jumps – these'll help you reach the finish post more quickly.

4 As Big Mario, you have to find and touch five secret spots. Here's where they are:

- On the cannon entrance.
- In the hole that the boulders roll out of.
- At the hole through the stone wall at the start.
- At the hole into the mountain, just above the bridge.
- On top of the mountain.

The Power Star appears on a platform floating in mid-air – tread on the switch pad to create a bridge to it.



Get the coin on the platform floating in mid-air (Star 4 appears here)...

...You're now where the Piranha Plants live! This is a one-way warp.

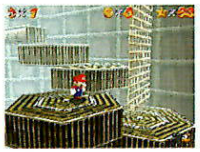
5 As Big Mario, go to the where the cannon is and talk to the pink Bob-Omb Buddy. Now change into Small Mario, climb into the cannon and aim for the ledge next to the bridge (fire at the tree – Mario will grab it as he flies past). Walk along the bridge and enter the mountain. Inside you'll find a cave where, with some skilled jumping and kick-backing, you'll find eight red coins.

6 As Big Mario, climb to the top of the mountain and do a butt-slam – a hole will appear. Change into Small Mario and drop down the hole. Now you must battle a giant caterpillar – butt-slam its head three times to win a Power Star.

Course 14: Tick Tock Clock

This is one strange clock! Depending on which time you enter its face, you'll find the workings move at different speed. And if you enter when the big hand is on 12, the workings will even stop! This can make getting some of the Stars easier.

1 Follow the path and climb up the insides of the clock. Past a set of four spinning cogs you'll see a Power Star in a cage. Jump from the cog next to the cage onto the conveyor belt to reach the Star.



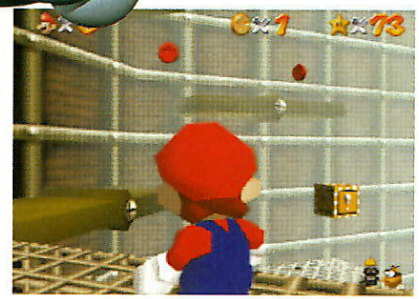
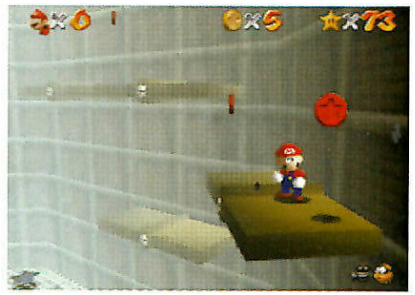
2 After climbing up the pole guarded by a spinning electric ball, you'll find yourself on a platform patrolled by a clockwork baddy. Run left, past the baddy, and jump over the gap to some more platforms with two pendulums swinging between them. Make your way past the pendulums to find another Power Star.

3 Jump on the first clockhand you come to (it's just before the cogs leading to Star 1) and let it carry you around to a Star hidden in the far wall. You'll find this easiest if you enter the Course with the big hand at 3.

4 Climb to the very top of the clock's workings (a feat in itself!), and use the moving clockhand to carry you around to a conveyor belt with a big blue Thwomp at the end. Jump onto the conveyor and perform a well-timed triple-jump to land on the Thwomp's head – you'll now be able to reach the Power Star on the ledge. This is tough, so be patient!

5 Just past the platform leading to Star 2 you'll come to another rotating cog. To the right of it is a platform made out of cage mesh. Jump onto it, and use the three platforms that spring in and out of the wall to climb up to another caged Power Star. Good timing is essential to success here.

6 To the right of the start are spinning platforms, and the eight red coins are dotted around them. Collect all the coins for a Power Star. (You'll find this bit easiest if you've stopped the clock.)

Course 15: Rainbow Ride

1 Make your way to the four rotating platforms near the start of the Course. Head off to the right and ride the carpet. As you approach two more carpets, jump onto the one of the left. This will take you on a perilous ride to a flying pirate ship – you'll find a Power Star on its bow.

2 Proceed as for Star 1, but when you reach the two carpets jump onto the right one. This will carry you up to, around and even inside a magic castle floating in the air. As you pass through the hole in the castle's ceiling, jump off onto the roof where a Power Star awaits.

3 At the four rotating platforms, take the path straight ahead to find a strange vertical maze; the eight red coins are hidden in it. By now you should have sufficient long-jumping and back-flipping skills to reach them all with ease.

4 At the four rotating platforms, take the left path and follow the Course – soon you'll come to a switch pad and some pyramid shapes on poles. Treading on the pad turns the pyramids into platforms, allowing you to climb up to a Power Star. But be quick – the platforms soon turn back to pyramids!

WARP!

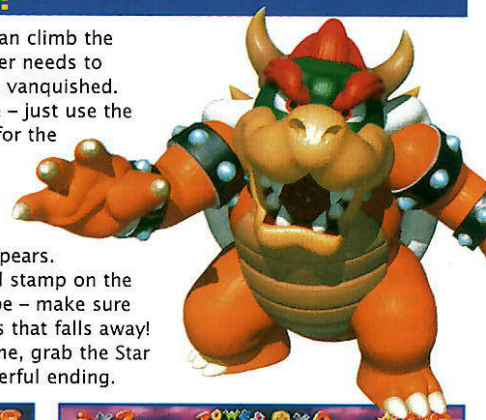
Stand on the ledge outside the castle window, opposite the fireplace...

...In a flash you'll be whisked right to the very top of the vertical maze.

5 At the four rotating platforms, take the left path again and follow the Course around. When you reach the platform guarded by a lone Goomba, climb up the wooden slope on the left – at the top, across a see-saw, lies another Power Star.

6 Go to the vertical maze. At the far end, above the health heart, is a tunnel. Skillful kick-back action will let you scale this tunnel, and on a ledge at the top is the pink Bob-Omb. Now climb down and take a carpet ride to the pirate ship. At the stern of the ship is the cannon – climb in and use it to fire Mario across to an island floating in the sky, where there's a yellow crate containing a Power Star.

BOWSER'S LAST STAND!



You'll need 70 Power Stars before you can climb the stairs leading to Bowser's last lair. Bowser needs to thrown into three bombs before he'll be vanquished. Getting him is tough but not impossible – just use the techniques mastered earlier. Watch out for the blue fireballs from his breath attack, as they move randomly. Also, if you throw Bowser over the arena's edge by mistake, be ready to jump to avoid the shockwaves he sends out when he reappears. After Bowser's loses his second life, he'll stamp on the floor and turn the arena into a star shape – make sure you're not standing on one of the pieces that falls away! Once you've got Bowser for the third time, grab the Star then sit back, relax and enjoy the wonderful ending.

SECRET STARS

If you've followed our guide to the letter, you should now have 90 glittering Power Stars. But your quest isn't over yet – if you want to see all of Super Mario 64's secrets, you'll need to find all 120! So where are those 30 elusive Secret Stars? Don't worry – we'll tell you!

COLLECT 100 STARS!

On each Course (the 'proper' Courses – not the bonus courses or Bowser courses) you earn a bonus Power Star for collecting 100 coins. This can be tougher than it sounds, especially on Courses 14 and 15. Make sure you collect all the blue coins that appear whenever you pound a blue coin switch or you'll never do it. And don't forget to smash every baddy you find!

HUNTING WABBITS!

After you've collect 15 Power Stars, a rabbit will appear in the basement. Run up to him and use your diving attack to grab him, whereupon he'll give you a Power Star. Later, once you've collected 50 Power Stars, he'll re-appear – catch him again for another Power Star! He never learns!

COLLECT BOWSER'S RED COINS!

Each of Bowser's mini-courses have eight red coins hidden around them. Collect them all for another three Power Stars!

MEET BOWSER!

You'll find red coins:

- Floating in mid-air right next to the start (tread on the switch pad just in front of the flamethrower to create a bridge to it).
- Floating in mid-air exactly opposite the flamethrower (tread on the switch pad to create a bridge to it).
- Next to one of the crystals.
- Just above the sliding platform near the yellow crate.
- Floating near the square platforms moving aroun each other.
- On a circular platform, floating in space (the path leading to it is near where the see-saws are).
- On the narrow ledge beside the second see-saw.
- On the platform high above the first see-saw.

BOWSER STRIKES BACK!

You'll find red coins:

- On a grating platform, at the top of a ramp on the left, just before the health heart.
- On the edge of a tilting platform, just after climbing the first moving pole.
- In the corner of a caged area.
- Underneath the lift that carries Mario out of the cage (tread on the lift to start it moving, then run off it – you'll see the coin in front of you).
- On a platform at the top of a ramp, just before the monkey-swing bars.
- Above one of the platforms that concertinas up and down (you'll see its shadow on the ground).
- In front of the second flamethrower in the pool of lava.
- On top of the third moving pole, right at the end.

MORE RED COINS!

Each of the three mini Courses containing those giant '!' pods also contain eight red coins. Collect them all for three more Power Stars!

RED WING CAP POD

On entering this mini Course, pull back on the 3D Stick and level out – to your right you should see some yellow coins. Follow them as they gradually spiral downwards to locate the eight red coins. You must get this right first time, 'cos even if you triple-jump off from the tower you won't manage to get enough height to reach even the lowest of the coins.

BOWSER'S LAST STAND!

You'll find red coins:

- In the air above the moving platform near the start (push the metal crate to the edge of the platform to reach it).
- Beside the Piranha Plant, just after the rotating platform.
- On a tiny ledge jutting out from the side of the platform, right below the first see-saw.
- At the very top of the steep slope with flamethrowers at the sides.
- Above a wooden block, just past the health heart (you must jump from the moving platform to reach it).
- In the middle of the rotating platform patrolled by electric balls.
- At the top of the pole between two sliding platforms.
- Below the blue steps leading up the pipe that takes Mario to Bowser.

GREEN METAL CAP POD

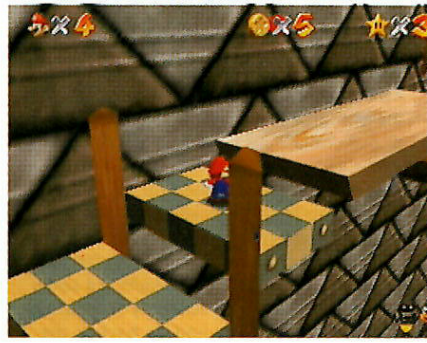
You'll find red coins:

- In a small ante-room near the bridge (there are two here).
- Beside the crystals next to the green '!' pod (there are two here).
- In the water around the base of the platform bearing the green '!' pod (there are four here; you'll need to wear a Metal Cap to get them – 'normal' Mario gets swept away by the currents).

BLUE VANISH CAP POD

You'll find red coins:

- On the steep slope at the start (there are four here; if you miss one, crawl back up the slope to get it).
- Above the ends of the second see-saw (there are two here).
- Hovering between the last set of rotating lifts.
- Next to the blue '!' pod.



SECRET COURSES!

Hidden around the castle are three mini-Courses which'll reward you with four more Power Stars. That's right – we said FOUR...

SECRET COURSE 1

In the main hall, to the right at the top of the stairs, is a door leading to a small room containing stained-glass portraits of the Princess. The portrait on the right is a warp to a slide; get to the end of it to win a Power Star. However, that's not the end of the story! If you manage to do the slide in under 21 seconds, you'll win a second Power Star – and the only way to do this is to cheat! As you exit the tunnel at the start of the slide, jump off to the left – with luck you should be falling towards a later part of the slide. Butt-slam to break your fall, then carry on as normal. You should smash 21 seconds with ease!

SECRET COURSE 2

In the aquarium room that holds the painting leading to Course 3, stand at the entrance and look up left and right – you should see two holes in the wall, which can reached with a back-flip. The hole on the left contains an extra life, but the one on the right leads to an underwater mini-Course. Collect the red coins floating in the water to gain a Power Star.

SECRET COURSE 3

Across the hall from the alcove containing the entrance to Course 15 is another alcove containing the portal to an airborne mini-Course – jump across to it using a long-jump. Use the Wing Cap and Mario's triple-jump to fly from cloud to cloud, collecting red coins. Talk to the pink Bob-Omb – he'll open up the cannons for that extra bit of lift. Collect all eight red coins for a Power Star. This is a very frustrating task – if you fail, you end up back in the castle grounds and have to run all the way back upstairs to try again!

IT'S GOOD TO TALK!

Three Mushroom people are looking after Power Stars for Mario – just talk to them to get them! You'll find them:

- Standing next to the pool that leads to Course 6.
- Standing by the wall behind the stair case on the castle's first floor.
- Standing in the corner of the castle's upper level, near the big clock.

TIME FOR A REST!

Once you've collected all 120 Power Stars, the grating covering the cannon in the castle grounds will disappear. Hop in it and aim it towards the roof of the castle to discover Super Mario 64's final secret. If you've made it this far, congratulations – consider yourself a Mario master!

NEXT MONTH!
STAR WARS
SHADOWS OF THE EMPIRE